

*replaces
Art 5*

I CLAIM:

1. A three-dimensional maze game in the form of a hand-held toy comprising:
 - 5 a substantially cubic non-transparent body containing a plurality of intersecting pathways of varying lengths for an object and
an entrance aperture and one or more exit apertures connecting the pathways
 - 10 wherein each intersection formed by the said intersecting pathways is provided with means to bring the said object to rest till the toy is tilted and the object follows a vertical pathway that is defined by the tilting of the toy and
wherein at least one or more pathways lead to at least a blind pathway.
 - 15 2. A three-dimensional maze game according to claim 1, wherein the said means is a substantially conical/cuboidal cavity.
 3. A three-dimensional maze game according to claim 2, wherein the said cavity faces
20 the pathway leading to the entrance aperture.
 4. A three-dimensional maze game according to claim 1, wherein each said pathway leads to three blind pathways and two other pathways leading to the next intersection.
 - 25 5. A three-dimensional maze game according to claim 1, wherein the pathways are moulded inside the body.
 6. A three-dimensional maze game according to claim 1, wherein the said body
30 comprises an entrance aperture and a single exit aperture.